SHADOWRUN®

SHADOW SPELLS

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CATALYST game labs™

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JACKPOINT

CONNECTING TO JACKPOINT VPN...
...IDENTITY SPOOFED
...ENCRYPTION KEYS GENERATED
...CONNECTED TO ONION ROUTERS
›››LOGIN: XXXXXXXXXXXXX
›››ENTER PASSCODE: XXXXXXXXXXXXX
...BIOMETRIC SCAN CONFIRMED
CONNECTED TO ‹*ERROR: NODE UNKNOWN*›

"THERE ARE REASONS THE DARK ONES SHARE KNOWLEDGE WITH HUMANITY. THINK ABOUT IT." · REGINALD FURRIER

JACKPOINT STATS
Interaction rate: +8%
Posts per hour: –3%
Today's content quality (signal:noise): 4:5

LATEST NEWS
- Some of the best stuff is left on the cutting room floor. – Busty Canyon

PERSONAL ALERTS
- You have **19 new** private messages.
- Your internal **Q score** is 62 (up 6 points)
- You have **42 new responses** to your JackPoint posts.
- **PDA:** Harvest time for natural midnight clover will begin in fourteen minutes.

THE INNER CIRCLE
You are visible to your closest 3 levels of contacts.

Your **Eyes Only posts** have been viewed 9 times.

Your Current Rep Score: 218 (52% Positive)

Current Time:
02 Sept 2076, 23:46

WELCOME BACK TO JACKPOINT, CHUMMER:
Your last connection was severed 6 hours, 24 minutes, 9 seconds ago.

TODAY'S HEADS UP
After perusing our *Street Grimoire* download I noticed a couple of things were missing. Winterhawk was kind enough to bring us the rest of the way up to date. – Glitch

INCOMING
- The Matrix has become the home of a number of different "friends." [Tag: 10 AIs]
- There are a lot of strange things in the shadows. But you can always be stranger. [Tag: Run Faster]
- All stories have a beginning. [Tag: Another Rainy Night]

TOP NEWS ITEMS
- Independent investigators have confirmed Giatronic's latest data from Rory Caolain. The search for the MET2000 members responsible for the murder of Heinrich Gustof continues. Link
- Knight Errant investigators have been unable to secure evidence relating to the disappearance of seventeen local youths at the Shiawase Mall in Tacoma; extraterritorial jurisdiction has thus far stalled their efforts. Link
- Another bloodless body was found in Atlanta this evening. Officials are denying any connection to the "Mealtime Killer." Link

POSTED BY: WINTERHAWK

The subject of magic is broad enough that one could devote one's entire life to it and still feel as if you have only acquired a glassful of water out of an ocean of knowledge. I know that for a personal fact. Recent postings by Man-of-Many-Names, Jimmy No, and others have brought some light to the subject of magic, but also raised questions. So to supplement their fine work, I've assembled this collection of more—more traditions, more societies, more spells, and so forth. This will bring you more knowledge if you, like me, are intent on swallowing that ocean.

TRADITIONS

THE ABORIGINAL TRADITION

The Aboriginal tradition is still a largely localized one, as most practitioners remain relatively close to the Australian Outback, helping limit the destruction caused by the area's mana storms. Those who have left the Outback share a rich oral history and complex belief system with those who show interest. Those who practice this tradition are generally called *koradji*.

The tradition is steeped in the concept of Dreamtime, or the time of creation. Dreams are considered by some to be memories of this time, or to be a temporary entry into this timeless state that existed before the world was and will continue long after this existence fades. "Dreaming" often refers to individual spiritual beliefs, which vary from region to region. The *koradji* believe the interaction of Dreamtime and our reality play an important role in magic; some stories say that the spirits that created the world are still here, and *koradji* are keeping them contained to keep them from destroying the world.

A *koradji*'s relationship with the spirits is defined by both the caster's behavior and the type of spirit. Aboriginal spirits fall into three categories; the categories are rough, and a being may fall into more than one. These categories are: Creation Beings, Ancestral Beings, and Totemic Beings. Creation Beings are involved in the creation of people, objects, or concepts, such as colors; Ancestral Beings are considered to be the direct ancestors of people living today and are responsible for teaching them how to survive, including making tools to ensure that survival; and Totemic Beings represent the original form of a being in the Dreamtime. These spirits can take on many different appearances, and Ancestral Beings have been known to favor the form of a plant or animal. While the overlaps and lack of clear categories frustrate some proponents of Western-style ultra rationalism, Aboriginal casters feel their system works well, and they rarely have issues identifying a spirit, both according to their spirit type and what category of being they represent.

Adina is a striking young elf, currently undergoing an internship at Telestrian Industries in Malek'thas. The young lady has carefully avoided any contact with radical elements of the country, almost as if she had guidance helping her navigate the complex web of Tír politics, and she has made a large number of fairly influential friends in a short period of time. Her open nature and popularity has developed into a small cult of personality in the local clubs.

- She may appear harmless, but she's been tutoring some of the local youth in her tradition. Local blogs report something about recruiting those who can "watch the spirits."
- Danger Sensei

- There are things in the desert that need watching.
- Man-of-Many-Names

- How about you give us a clue regarding what those things might be? Or maybe even state something clearly?
- Netcat

- Come now, he made sense through almost all of the Street Grimoire posting. He must be *exhausted*.
- Chainmaker

ABORIGINAL TRADITION

Combat: Beasts
Detection: Earth
Health: Plant
Illusion: Guidance
Manipulation: Air
Drain: Willpower + Charisma

PREFERRED SPELLS

Clout
Hydrate
Control Pack
Hawkeye
Manascape

THE EGYPTIAN TRADITION

The Egyptian tradition is based on the ancient religion of Egypt, with the practitioners following the path of the priests in using magic (*heka*). Suppressed in its native country, the tradition has a fairly large following in Europe and southern Africa. The tradition has strict rules regarding how and why spells can be cast, and how magic can influence the spiritual essence of the divinities or people, referred to as *ka* by the tradition.

The spirits of this tradition frequently take the form of the Glorious ones, who include the deities of the original religion and the pharaohs who joined them in godhood. The practitioners of this tradition often take one of these figures

EGYPTIAN TRADITION

Combat: Fire
Detection: Earth
Health: Air
Illusion: Guidance
Manipulation: Water
Drain: Willpower + Intuition
Note: This is a possession tradition.

PREFERRED SPELLS

Corrode
Convert Blood to Ichor
Evaporate
Translate
Phantasm

EGYPTIAN DEITIES

Ra, the sun god
Osiris, god of the underworld
Set, god of the desert
Thoth, inventor of writing
Horus, patron of kings
Bast, temple guardian

as a mentor spirit, but even those who do not speak of the Glorious ones with reverence. Egyptian practitioners generally summon these spirits into wax figurines, although they can also inhabit a living being when needed.

The customs and trappings of this religion and tradition have largely been reconstructed through translation of the ancient texts, and this activity is responsible for resurgence in hieroglyphic instruction in a number of universities. The reconstruction of the tradition has also led to a number of private expeditions attempting to reach ancient ruins in search of more information about the life of a heka priest and possible spell formulae in the inscriptions on tomb walls. There are also a number of translations of new hieroglyph documents published on Matrix sites, but these appear to be the work of amateur scholars trying to learn the language and are of dubious reliability.

Fernando Jenningsen is a study in contradictions. The magician dresses in cutting-edge fashion when slumming, then dons his trademark "gutter-chic" when rubbing elbows with the elite. Fernando works as a legal freelance security specialist, normally providing protection for short-duration assignments. He regularly wears an ankh and other symbols of his devotion to the Egyptian tradition. He has earned censure from Egypt's current government, although the exact reason for this is unknown. The murkiness surrounding his quarrel with the government has helped him successfully resist an extradition request.

- You should see the large Anubis statues at the front of his apartment. They look like they can almost move.
- Netcat

- I'm tired of his droning about Ramses this, Ramses that. Although the better question is, does Slamm-0! know you've been to his apartment?
- Elijah

- The extradition request was interesting to read. Apparently the current Egyptian government is claiming any follower of the old gods is a subversive who should be brought to trial, which runs counter to UCAS's principle of freedom of religion.
- Kay St. Irregular

- I find it interesting he's a legal shadowrunner. I've heard of some going legit after they've made the big score, but not running while somehow remaining legal.
- Chainmaker

- I'll introduce you to Assets, Inc. sometime.
- Stone

THE NORSE TRADITION

The Norse legends are common knowledge to the people of Scandinavia (with some popularity beyond those regions, thanks in part to the mainstreaming of Thor), and these myths have seen resurgence since the Awakening. The tradition has revived the ancient religion and formed an exclusive construct with its own runic alphabet, unique spell formulae, and methods of communing with spirits. The associations of this tradition with the terrorist Winternight organization are not fair, in my mind, but they mean that professed members of this tradition may undergo increased scrutiny from authorities outside Northern Europe.

The Norse spirits vary, ranging from fire giants to the dark fae, but one aspect with which many outsiders are familiar is the Valkryie, the warrior maiden who chooses the slain. The relationship a *ganner*, a Norse magician, may have with a spirit is never easy as respect and obedience are earned and often takes the form of negotiations and tribute to extract services from the proud or hostile entities.

The tradition is intrinsically intertwined with the religion sometimes referred to as *Ásatru*. Casters often serve as priests for cults within Scandinavia, leading them in worship of the *Aesir* or *Vanir* as a whole or in the worship of a singular god. The aspect of a cult's chosen deity often directs the paths of the cult, with followers of Hiemdall preferring to work as sentries or guards or followers of Odin, seeking knowledge no matter how painful the cost.

The Norse tradition is not exclusively composed of magicians, with adepts often taking the role of battle leaders for the cult. These individuals often take the role of ber-

NORSE TRADITION

Combat: Guardian
Detection: Earth
Health: Plant
Illusion: Air
Manipulation: Fire
Drain: Willpower + Logic

PREFERRED SPELLS

Death Touch
Eyes of the Pack
Insulate
Shatter
Personal Warmth
Shape Ice

NORSE DEITIES

Odin, the Allfather
Thor, god of thunder
Freya, goddess of fertility
Loki, god of mischief, a figure not actively worshipped until the Sixth Age

PREFERRED ADEPT ABILITIES

Combat Sense
Counterstrike
Pain Resistance
Supernatural Toughness

serker, throwing themselves into combat with abandon. Although most berserkers are adepts, some mystic adepts and magicians also follow this path. When frenzied, they often manifest a shamanic mask, which frequently parallels their mentor.

Erik Larson is a noted professor at Stanford University, with his primary area of instruction being European history. He is a popular faculty member, with a number of papers published regarding *galdor*, the lore of Norse runes. He is known to participate in the great ceremonies held by members of the MIT&T faculty. He is a registered magician but has not been seen performing a spell in public since his immigration.

- I'm not entirely sure he is skilled in the Art. I had a chance to assense him a couple of years ago, and he barely registered above the mundanes in his class.
- Elijah

- He only teaches one class for Stanford's Awakening degree. He is actually more of a historian than anything else.
- Glitch

- Sometimes people are more than they seem. The professor seems like he is a peaceful Scandinavian immigrant who coincidentally arrived just after Crash 2.0.
- Fianchetto

- Are you suggesting Winternight?
- Aufheben

THE PSIONIC TRADITION

This tradition believes that all power flows from the mind, not a nebulous mana field that surrounds the world and beyond. In fact, most practitioners of this tradition consider the other schools misguided and overly superstitious. This helps explain the rarity of the tradition, as it is centered on extreme self-confidence and innate talent rather than a formalized school curriculum like the Hermetic tradition. Psionists appear to lack mentor spirits, as they refuse to believe an outside force can provide any useful power or guidance for their abilities.

Those of the tradition who conjure spirits refer to them as thought constructs, believing them to be extensions of the summoner's own thoughts rather than separate sapient beings. They use these summonings to empower items or people. This is sometimes referred to as rewiring the victim's wetware to serve the needs of the psionic or the superior mind, although they do not prepare the vessel in the way more traditional practitioners do. The ability to conjure is not universal through the tradition, as the member's internal thought processes control their confidence to summon and deal with the result. The members are generally able to perceive the astral and counterspell as any other magician, but they frequently refer to such abilities as "enhanced consciousness" and "squelching a weaker mind." What others believe are astral manifestations of mana, they believe are visual manifestations of mental power.

Paris hosts one outspoken member of the Psionic tradition, Pierre Dubois, a Quebec native who fled his homeland after the fall of Cross Technologies. Pierre has become a regular commentator on local Matrix shows, regularly attempting to debunk more traditional magical theory whenever possible during his interviews. He has also started a small after-school tutoring program to teach youth to "harness the power of the mind." While this endeavor has not created any great prodigies of the tradition, it has taught Pierre a number of new instruction techniques to assist him in guiding other psionists to new discoveries.

PSIONIC TRADITION

Combat: Fire
Detection: Air
Health: Man
Illusion: Guidance
Manipulation: Task
Drain: Willpower + Intuition
Note: This is a possession tradition

PREFERRED SPELLS

Control Emotion
Mind Link
Nutrition
Control Mind
Mind Probe

MAGIC SOCIETIES

THE AMAZING BLASTERS

Members: 27
Dues: Variable. The group uses what it can steal to finance most of their activity.
Areas of Expertise: Muscle, vandalism, protection rackets
Patron: Muldoon Family
Description and Customs: The Amazing Blasters began as a wiz-gang who regularly terrorized the populace of Boston with their escapades while combating the Ancients and other local gangs. The group lasted longer than normal as the members managed to control their self-destructive urges by taking out their teenage angst on competing gangs.

While the initial leadership of the gang, Kumtopapa Smith and Freeze-Ray Fred, attempted to maintain independence from the major criminal syndicates and corporations, their successor, a young dwarf named Haley Soprano, entered into a pact with the Muldoon family for support and access to materials otherwise beyond the gang's ability to procure. The largest sign of this support is the number of Stunbolt spell formulae made available to new members. In return, the gangers act as the "or else" for the Family's protection rackets in Roxbury.

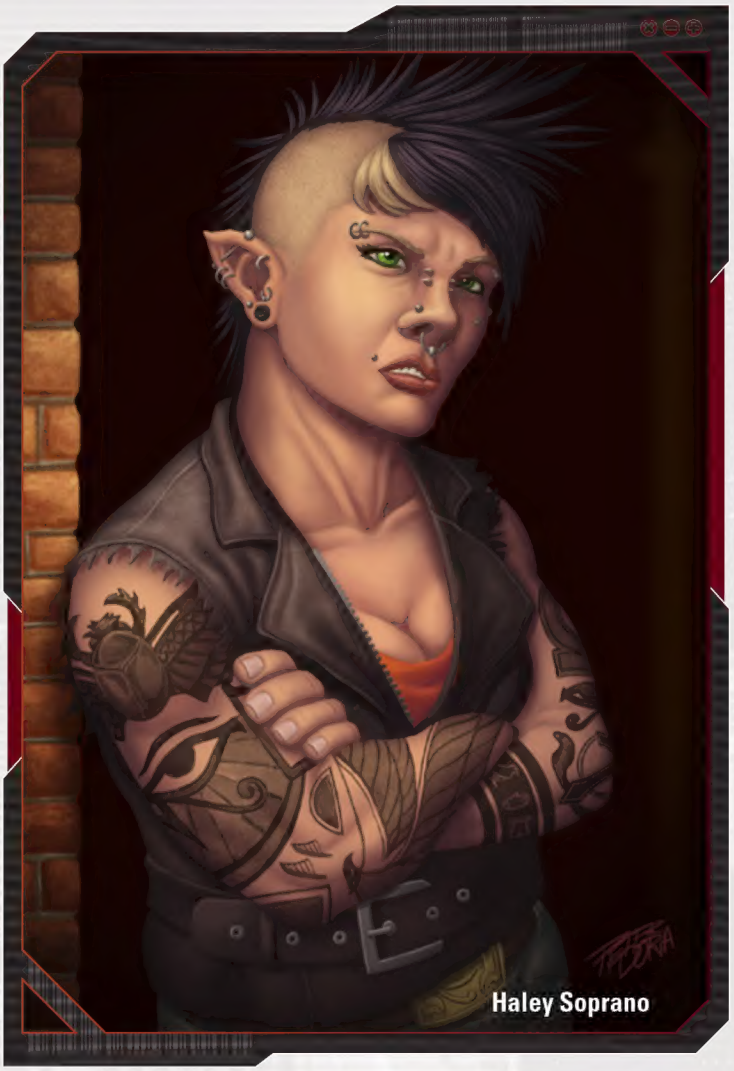
- They are mostly a bunch of kids trying to play at being the big fish in their pond. I've seen them run from serious opposition.
- Traveler Jones

- Yeah, but I've seen trideo footage of them regrouping and tearing up a fully prepared runner team, leaving them dead in an alley. Don't question the ability of fifteen or so mages throwing Stunbolt volleys at a team until attrition takes effect.
- Glitch

HALEY SOPRANO

B	A	R	S	W	L	I	C	EDG	ESS	M
5	3	3	4	4	3	2	4	2	6.0	4

Initiative	5 + 1D6
Astral Initiative	4 + 3D6
Condition Monitor	11/10
Limits	Physical 6, Mental 4, Social 6
Armor	9
Skills	Assensing 4, Intimidation 6, Language: Italian 6, Language: Japanese 4, Leadership 5, Perception 3, Pilot Ground Vehicle 5, Pistol 5, Sorcery skill group 7, Summoning 5
Qualities	Guts, Simsense Vertigo, Toughness
Vehicle	Yamaha Growler
Spells	Antidote, Agony, Combat Sense, Control Actions, Detox, Ice Sheet, Stunball, Stunbolt
Gear	AR goggles, armor vest, autopicker, Sony Emperor [Device Rating 2], 2 stim patches [Rating 3]
Weapons	Ares Lightfire 70 [Light Pistol, Acc 7, DV 6P, AP —, SA, RC —, 16(c), w/ regular ammo]


Haley Soprano

THE CÓDIGO 525

Members: 9
Dues: None
Areas of Expertise: Drug running, BAD creation, extortion, racketeering
Patron: Unknown
Description and Customs: The gang is named in accordance with the old paramilitary death squads sponsored by the Brazilian regime. The magic group controls a gang with the same name, which is one of the largest in Metropole. The members of the inner circle are Awakened who have proven their loyalty through a number of trials. The first trial is to work with the organization at the street level, then members progress to more challenging tasks. The overt trials end with a metaplanar quest that Branco, the group's leader, handles. The exact number of inner circle members is

unknown, but with the Aztlan-Amazonia war depleting the ranks of the country, it is believe to be lower than it was in 2070. The Amazonian government maintains a eight-thousand-nuyen bounty for members of the gang's inner circle.

The gang's activities support the magic society's needs, with the funds directed up to Branco and his lieutenants. This is easily enough to meet their material needs, and they reside in luxurious quarters. The gang has gained some ground against its minor competitors as the war and the tempo boom distracted the Ghost Cartels from their antics in the Rio district.

Rumors continue to circulate that Blanco is in bed with a larger power, possibly a dragon or one of the Big Ten, although the latest theory gaining traction is that he has an alliance with North American vampires. Whatever external help the group has access to, everyone treats them with wary respect, as the nearly one thousand mundane members of the gang are well armed, capable, and ruthless.

- And they have an agenda no one knows about. They can't be accumulating all that money and firepower without a good reason.
- Plan 9

- Uh, money and power are normally enough of a motivation by themselves. At least they are for me.
- Kane

- Even a broken clock is correct twice a day.
- Man-of-Many-Names

- I thought they just kept blinking, or burned out altogether.
- Bull

NEW LABOUR MOVEMENT PARTY

Members: 49
Dues: 75¥/month
Areas of Expertise: Charity events, fundraising, politics
Description and Customs: A splinter from the larger policlubs in the United Kingdom, the New Labour Movement is dedicated to the ideal of a peaceful merging of Awakened and non-Awakened politicians sharing power and methods to solve local issues. While cleaning toxic sites using Awakened methods is risky, the party advocates using this activity to return usable land to the populace and provide them a better standard of living.

While the group espouses laudable goals, they have yet to make a major impact against the established interests. The most publicly active members of the group are not the most gifted, which makes the group appear weaker than it is in an attempt to attract non-Awakened voters. This has also made gaining the confidence of certain circles harder, as the campaigners are unable to perform the rituals required to meet the group's promises. The most prominent member of the group is Patrick Maley, a professor at Glasgow Caledonian University.

- While I understand the strategy to build influence at the local level before entering the national stage, what chance does a bunch of hermetic mages have against the druids?
- Slamm-0!

- While I'm pleased you've finally started learning political strategy, I'm not sure the local approach will have much effect within the United Kingdom's political structure. Unless their plan is eventual Scottish independence, local politics don't mean success on the national stage.
- Kay St. Irregular

Patrick Maley

PATRICK MALEY

B	A	R	S	W	L	I	C	EDG	ESS	M
4	3	3	3	5	5	3	4	1	6.0	4

Initiative	6 + 1D6
Astral Initiative	6 + 3D6
Condition Monitor	10/11
Limits	Physical 5, Mental 6, Social 7
Armor	6
Skills	Assensing 7, Arcana 9, Banishing 9, Counterspelling 8, Influence skill group 8, Instruction 8, Knowledge: Business 13, Knowledge: Scottish History 9, Knowledge: Economic Theory 9, Perception 5, Spellcasting 8, Summoning 5
Qualities	Analytical Mind, Combat Paralysis, First Impression
Vehicle	Opel Luna (uses same stats as the Chrysler-Nissan Jackrabbit)
Spells	Analyze Truth, Antidote, Chill, Detect Life, Detect Magic, Detox, Influence, Recorded Room, Resist Pain
Gear	AR goggles, armor clothing, Erika Elite [Device Rating 4]

THE OXFORD GRAND LODGE

Members: 8
Dues: 5,000¥/month
Areas of Expertise: Magic phenomena, politics, restorative magic
Description and Customs: The New Oxford Lodge is currently suffering from the deaths of both its political opponent, Lord Protector Marchment, and their benefactor, Lord Carmichael. The loss of their leader and primary financier has limited the lodge's ability to remain relevant in the United Kingdom's new political landscape. It remains to be seen if the organization can adapt, or if it will recede to become nothing more than an Awakened support group.

Historically the Lodge is part of the New Druidic Movement, but Lord Carmichael and his followers opposed Lord Protector Marchment by favoring the movement's original purpose of conservation and custodianship of the land. The members of the lodge largely worked behind the scenes to limit the Lord Protector's worst excesses. Their actual effectiveness was not clear, as Marchment's security apparatus purged a number of records during the brief transition crisis.

The Lodge remains based at the Dunham Manor, presenting a unique opportunity for those who might wish to pilfer its library or laboratories, but the security remains top notch. The opinion of the late lord's heir regarding this arrangement is not publicly known.

- There are some folks hiring teams to find out exactly who the heir is and if they can be convinced to evict the Lodge from their current holdings. Contact me if you're interested. Travel arrangements are on your own nuyen.
- Cosmo

- I'm not sure I want to get involved in a shaman power struggle, but I hope the pay for whoever takes the job is worth it.
- Elijah

The Oxford Grand Lodge has not yet selected a new leader, but there has been some discussion of recruiting new membership. The candidates mentioned by London newsfeeds indicate the Lodge has spoken with nearly every druid not associated with an existing lodge and several that are. While the reliability of these reports are suspect, this may be an indication of a larger power struggle within the group, and/or a certain degree of desperation.

- There are paths open that have yet to be walked and doors closed that need to be opened before balance returns to the isle.
- Man-of-Many-Names

- Yeah, but who's hiring the doorknockers, and is it too late to get in on the action?
- Slamm-0!

TREASURE HUNTERS, INC

Members: 62 (est.)
Dues: 100¥/ year, plus ten percent of any reclaimed items
Areas of Expertise: Auctions, history and underwater salvage operations
Description and Customs: Treasure Hunters, Inc. is a collection of Awakened and mundane personnel who claim to have expertise in recovering lost items, primarily from the sea beds near Norfolk, where they maintain a small office front and scuba qualification facility. They have managed to locate some historical artifacts through diligent research and side-scanning sonar, which has financed their continuing operations. An academic paper explained how the Awakened searchers assisted in the recovery operations, but no information about their research was provided.

- They're not very popular with the Atlantean Foundation. Apparently they managed to find a minor artifact and auction it off before the big boys got to it.
- Slamm-0!

- I wouldn't be too sure of that. The Atlantean Foundation ended up with it after Sotheby's took their cut.
- Winterhawk

The organization is technically a CAS-based corporation, with another business license in Delaware, UCAS, that allows members to hunt in the territorial waters of either nation with reduced paperwork. It appears both nations have maintained a low-key active investigation on the company, since its activities would make smuggling an option for the more desperate members. The FBI launched a criminal probe into the finances of a late member, Sa-

mantha Littlerock, after the IRS noticed some irregularities in her tax return.

- Apparently she actually listed income under the "unreported criminal activities" line on her return. I guess she was more worried about going down like Capone than a security corporation tracking her down.
- Glitch

- I can't believe someone actually entered something on that line.
- OrkCE0

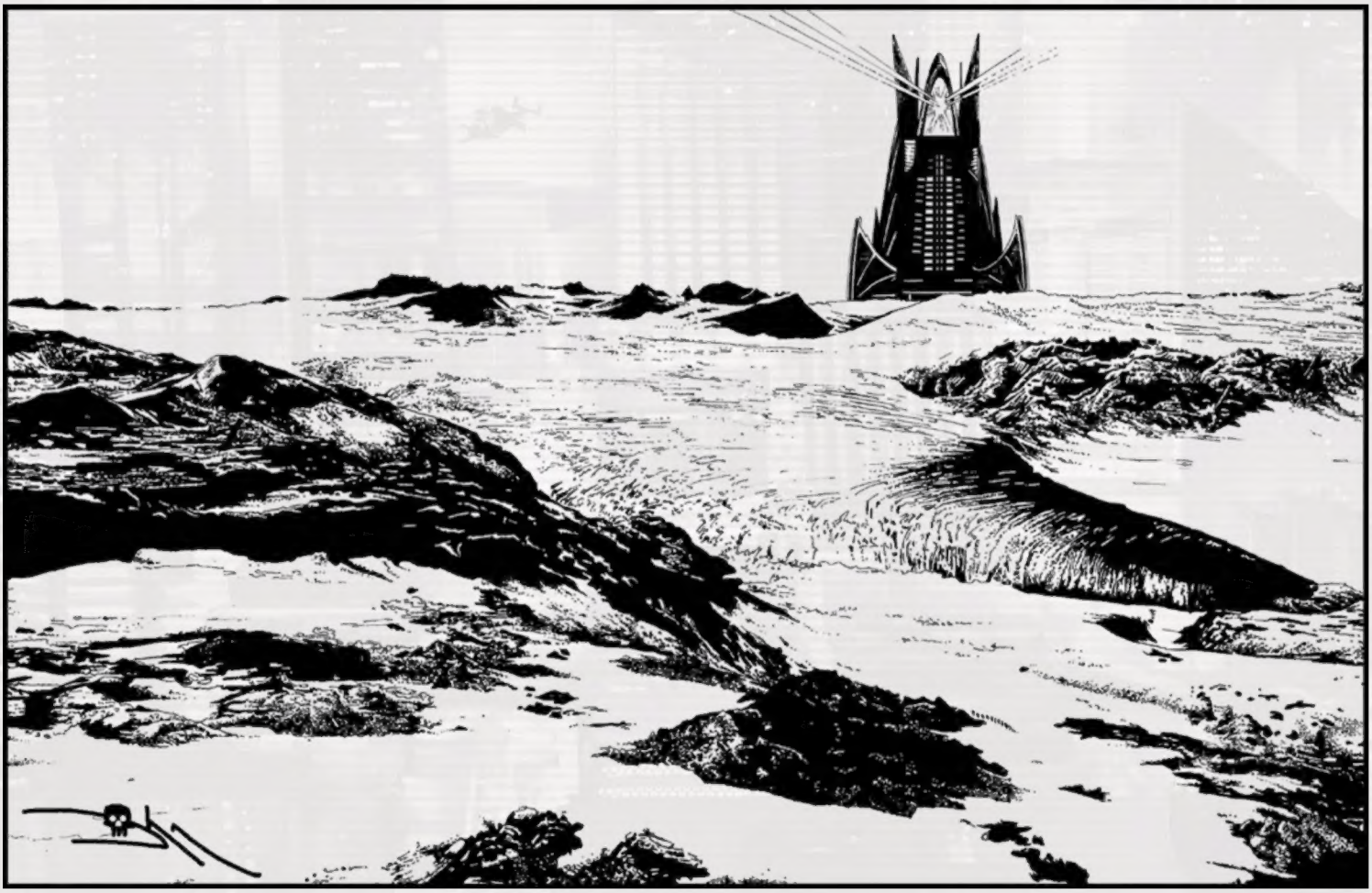
- Considering that she, along with her immediate family, was found drowned in their backyard kiddy pool, she clearly was in some deep drek, and she might have been looking for a lifeline, any lifeline, that would give her a better shot than whoever she was in deep with.
- Cosmos

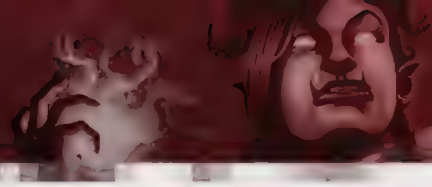
THREATS

RIFTS AND THE GUARDIANS OF ORDER

The ability to pull energy directly from the metaplanes without interacting with the astral plane is a newly started discipline within the Awakened community, largely sponsored by major corporations and their respective magical research divisions. The successes of these larger organizations have been limited versus those of smaller actors who are not tied to a traditional profit motive.

The risks inherent with opening a long-term dimensional rift are obvious to anyone who watched DeeCee over the past decade, and thus far I have only found reference to three recent attempts. Two failed within ten hours or so of the ritual completion. The rumored third rift is located in Antarctica, although I have yet to find a reliable source to collaborate its existence.





- Any comment on that last item, Elijah?
- Frosty

- No.
- Elijah

- Why doesn't someone take a little exploratory astral jaunt? Isn't that what you Awakened types do?
- Slamm-0!

- One does not take a "jaunt" near an astral rift. The probability of disaster is far too high, and if the unmentionable happened, what would you learn?
- Ethernaut

- Well, if you stop posting we'll know something is there. It's called the canary approach.
- Slamm-0!

The Atlantean Foundation and the Black Lodge made contact with the same entity recently, or perhaps two different but closely related entities. This entity (or entities) and its retinue of spirits primarily focus on establishing and preserving order on their plane, and possibly on others. While there has been little independent research into their home plane, the Black Lodge's latest foray to the plane where they encountered the entity has confirmed the hostility of the inhabitants to Earth's population.

- They're only hostile to those who exhibit "chaotic behavior" to them, which basically includes any shadowrunner they meet. It is conceivable, though, that some metahumans may be able to convince them that they are on the same side of the order-versus-chaos struggle.
- Elijah

- You can bet that Black Lodge leadership is already quite busy trying to convince them of that fact. The leadership must be involved in this somehow—whoever first summoned these entities was too powerful to be in the lower ranks. The developing relationship will be interesting to watch, as both sides will undoubtedly be trying to gain some sort of leverage over the other.
- Kay St. Irregular

- Does this have anything to do with the rift you mentioned earlier?
- Goat Foot

- In a larger sense, everything in the astral is connected, and activities that seem far distant from each other can be intrinsically connected. In a more narrow sense, yes.
- Man-of-Many-Names

The denizens of this plane are interested in structuring the beings they meet into organized groups. This is done with mental manipulation powers at first, but it can take physical form as well. The most immediately dangerous of these physical activities is the spirits' apparent ability to crystallize people who refuse to conform in their presence. The level of order instilled by the spirits appears to be directly related to how many services the spirit owes the summoning mage. There are also reports of the spirits gaining their freedom and attempting to impose their definition of order on any organic or non-organic things they encounter.

- I think one of these was unleashed on a school board meeting near us. The few incident reports that have leaked out indicate half the board was transformed into crystal statues.
- Slamm-0!

CRYSTALINE ENTITY

B	A	R	S	W	L	I	C	EDG	ESS	M
F+4	F-1	F	F	F	F+2	F	F	F/2	F	

Initiative	(Fx2) + 4 + 2D6
Astral Initiative	(Fx2) + 3D6
Skills	Assensing, Astral Combat, Counterspelling, Exotic Ranged Weapon, Flight, Perception, Spellcasting, Unarmed Combat
Powers	Astral Form, Compulsion, Crystalize, Influence, Materialization, Natural Weapon, Spell Power (Control Mind)
Optional Powers	Guard, Energy Aura, Spell Power (Control Emotion), Spell Power (Mob Mind)

CRYSTALIZE

Type: P **Action:** Complex
Range: LOS **Duration:** Permanent

This power transforms the cells of a targeted living entity into crystal. This is a ranged attack with a range increment of Magic (meters), using the spirit's Exotic ranged weapon skill + Agility [Physical] to attack. If it succeeds, the attack inflicts damage equal to its (Force x2)P with an AP equal to the spirit's Force, and the subject is now immobilized as the transformation begins. Net hits on the attack increase damage normally. The target gets a Body + Armor resistance test as normal.

If the spirit continues to attack a subject with this power, eventually the victim's entire Physical Condition Monitor may be filled up, and the target is entirely crystallized. The subject will not take Overflow Damage from the power and cannot be directly killed through this power's use. However, the now-brittle substance can be damaged through other mundane or magical effects. If the subject has extremities removed while crystallized, these appendages are still missing if they are later returned to their normal flesh status.

- Turning things to crystal is annoying, but at least it's noticeable. What happens if they get subtle and try to take over management of a location by inhabiting the residents or workers? Imagine, for example, a Knight Errant or Lone Star precinct completely taken over by these beings. How would their activities change if they became fanatically devoted to imposing order at any cost?
- Bull

One of the more interesting traits of these spirits is their tendency to break free of their summoners with higher-than-normal frequency. While reported members of the Black Lodge do not appear to have as many issues as Atlantean Foundation's mages, unaligned researchers have reported their charges were nearly uncontrollable and sometimes purposefully misconstrued orders.

CREEDUS MAXIMUS

While I hesitate to consider this group a true threat to the Sixth World, they are definitely a threat against those Awakened with whom they come into contact. There is limited information regarding the group as a whole, but Elijah and Bull were able to locate data about a few individual members that dates back to before the formation of the organization. With this information someone here may be able to locate them, but their physical appearance seems to change regularly even when their attire and gear does not, indicating either regular use of masking abilities or cosmetic surgery. Also, while we have tentative identification for three members, the other six are completely unknown. Be warned—they all appear to have formidable abilities.

While their endgame is not currently known, the group has continued to track and eliminate talsimongers after the dragons managed to make peace following the death of Alamais. They also appear to be operating under a different modus operandi, as the complete eradication of a target's family has not occurred to my knowledge. They have, however, continued the postmortem impoverishment of the target, with electronic funds and portable physical possessions removed whenever possible.

To date three of their attacks have been recorded and distributed through newsfeeds, while nineteen others have not been recorded but seem to match the methods of the publicized attacks. Their victims are normally contacted anonymously and then frightened enough to leave their places of safety through threats or minor attacks. The victim is then struck in transit, often after any other defenses are isolated and rendered ineffective. The target's body is drained of blood through medical means, and the blood then transported off-site.

- "Rendered ineffective" is an understatement. I was hired to provide remote overwatch for a team tasked to protect a talismonger on a trip to Detroit. The team got hit with seven spirits once they exited an elevator. The target was whisked away while they were fighting for their lives.
- Clockwork

- I hope you were paid in advance?
- Sticks

- Only the retainer, which barely covered the ammunition, let alone how much the destroyed drones cost.
- Clockwork

SIMON

One suspected number of Creedus, Simon is a troll originally hailing from Boston. A masked troll with a distinctive limp was recorded in the newsfeed of the second attack. He appeared to largely stand to one side, possibly casting spells to eliminate Richard Malcolm's bodyguards. While this evidence is inconclusive, my contacts have been unable to locate him over the past three months.

- I have an old associate living in Worcester. Perhaps you would like me to ask around a little for you? Standard rates apply, of course.
- Red Anya

Prior to his suspected current activities, Simon worked as hired muscle for the O'Rilley Family. His lack of respect and manners made it difficult to advance in the ranks, but his ability made him a favorite for the larger collections. A police report indicates his limp is the result of a mark fighting back with a shotgun. This escapade earned him nearly three years in a state prison. All indications are he returned to the Family after his release, although concrete evidence has been hard to locate.

- The made men I know aren't talking about him at all. Normally it's pretty easy to get a clue or two out of these guys, especially if it'll earn you a favor if you handle a problem for somebody important. I still have to get him some Bruins tickets too—talk about a bad deal.
- Wise Guy

SIMON

B	A	R	S	W	L	I	C	EDG	ESS	M
3	3	3	7	5	3	4	2	3	6.0	5

Initiative	7 + 1D6
Astral Initiative	8 + 3D6
Condition Monitor	13/11
Limits	Physical 9, Mental 5, Social 5
Armor	13
Skills	Assensing 5, Arcana 8, Banishing 11, Counterspelling 11, Instruction 8, Japanese 7, Knowledge: Ancient History 10, Knowledge: Atlantean Foundation 8, Perception 5, Pistol 5, Spanish 7, Spellcasting 14, Summoning 8
Qualities	Focused Concentration (2), SINner (criminal), Spirit Affinity
Spells	Analyze Truth, Antidote, Chill, Detect Life, Detect Magic, Fireball, Flame Burst, Heal, Powerbolt, Resist Pain, Rot
Gear	AR gloves, AR goggles, armor jacket, Erika Elite commlink [Device Rating 4], ritual mask (Power focus, Rating 4), gold chain (Sustaining focus, Rating 4)

GEORGETTE SPINELER

A physical adept of moderate skill, Georgette was known to wear red bandanas when she worked the St. Louis sprawl for her corporate handlers. She also was known to associate with members of the Vory and independent smugglers prior to her arrest and release. Georgette was arrested shortly after a run against a Renraku facility, when her face and physical prowess was caught by a security camera. There have been no public reports indicating why or how she was captured, only that she was sentenced to a Lone Star facility after being provided a legal name. Her last known location was Denver, working as a private security consultant.

- Anyone know her old street name? She might be easier to track that way.
- Slamm-0!

- Auburn Mayhem; and no, that doesn't make it any easier.
- Glitch

- Are you sure she has no current contact with the Vory? I could see them using the civil war as a distraction for money making and propping up new suppliers in the vacuum.
- Cosmos

- That would be a new line of business for the Vory. Do you know if they have a supply line to keep their fronts supported?
- Fianchetto

She largely ignores the concept of racial solidarity, attacking other dwarves with the same regularity as any other metatype. And she attacks a lot, as her few reported or suspected runs showed a preference for physical confrontation and property damage. This might have led one of her compatriots to leak the surveillance imagery to law enforcement, or perhaps an internal struggle of dominance led to the leak.

- I hesitate to call her a security consultant. The one time I saw her, she barely reacted to protect her client. She was more interested in beating down the attacker than ensuring her client's safety.
- Mihoshi Oni

GEORGETTE SPINELER

B	A	R	S	W	L	I	C	EDG	ESS	M
1	5 (7)	5 (7)	5 (7)	4	1	3	3	4	4.2	4

Initiative	8 (10) + 3D6
Condition Monitor	12/10
Limits	Physical 8 (10), Mental 5, Social 5
Armor	7
Skills	Armorer 5, Athletics skill group 11, Automatics 10, Blades 14 (16), Demolitions 6, Freefall 11, Gymnastics 8, Perception 9, Pistols 15 (17), Stealth skill group 10, Survival 6, Tracking (Urban) 6 (8), Unarmed Combat 12
Qualities	Lucky, Quick Healer, SINner (criminal)
Adept Powers	Improved Ability 2 (Blades), Improved Ability 2 (Pistols)
Augmentations	Muscle augmentation 2, muscle toner 2, synaptic booster 2
Gear	AR Gloves, AR contacts (w/ flare compensation), armor vest, autopicker [Rating 3], Erika Elite [Device Rating 4]
Weapons	AK-97 [Assault rifle, Acc 5, DV 11P, AP –3, SA/BF/FA, RC 1, 38 (c), w/ shock pad, 4 extra clips explosive rounds] Knife [Blade, Acc 5, Reach —, DV 8P, AP –1] Ruger Super Warhawk [Heavy Pistol, Acc 5, DV 9P, AP –2, SS, RC —, 6 (cy), w/ 3 speed loaders]

FLASHER McDANIELS

Flasher was a known operator in the Seattle Metroplex three to five years ago before dropping off the local scene. He operated as a freelance physical adept for a number of temporary teams through 2073 but never joined a permanent crew or established long-term partnerships with any runners I've managed to locate. Corroborated testimony indicates he prefers to use his hands and feet when attacking an opponent, and he refuses to use firearms under any circumstances. His nickname, incidentally, was apparently the result of a wardrobe malfunction when beating down a Lone Star patrol officer.

His training and style appear to be derived from old Hong Kong vids, right down to the badly worded pre-fight speeches. His street rep generally mentions a generally lax attitude regarding leadership, research, and timeliness to planning meetings, but by most accounts he is all business once the operation starts. His attitude may help explain why he never joined another crew on a permanent basis.

B	A	R	S	W	L	I	C	EDG	ESS	M
5	5	5 (6)	4	5	3	3	2	3	6.0	7

Initiative	8 (9) + 2D6
Condition Monitor	11/11
Limits	Physical 6 (7), Mental 5, Social 5
Armor	12
Skills	Athletics skill group 11, Blades 7, Escape Artist 9, Gymnastics 14, Negotiation 4, Perception 9, Stealth skill group 11, Unarmed combat 16 (18)
Qualities	Double-jointed, High Pain Tolerance 2, Toughness, Uncouth
Initiate Grade	1
Metamagic	Adept Centering
Adept Powers	Combat Sense 4, Improved Ability 2 (Unarmed Combat), Improved Senses (Low-light Vision, Thermographic Vision), Improved Reflexes 1, Killing Hands, Mystic Armor 1
Vehicles	Suzuki Mirage
Gear	AR gloves, AR glasses, armor jacket, chemsuit, medkit (Rating 4), Transys Avalon commlink [Device Rating 6]

PROJECT WAMPUM

This Lone Star project appears to be a pilot for larger things to come. Developed by Lone Star's Department of Magical Research, the project provides a way for the security company to turn previous loss leaders into revenue streams. It was mentioned briefly in the corporation's financial notes as a research project, but I had no further information until I commissioned Glitch to look into less-public nodes. His results largely pulled up one name, along with some troubling trends with the test subjects.

TALON KINCAID

An example of greed gone too far, Talon was once a member of Lone Star's FRT program. His direct service within that organization ended sometime in 2074, as he entered the legal freelancer's pool as a bounty hunter. Talon specializes in tracking and eliminating "terrorists" with magical ability—and as we all know, the megas love to characterize shadowrunners as terrorists.

- If he was hunting real shadowrunners, he'd be starving like most of the wannabes.
- Cosmo

B	A	R	S	W	L	I	C	EDG	ESS	M
4	4	4	2	5	5	3	4	4	2.0	6

Initiative	8 + 1D6
Astral Initiative	8 + 3D6
Condition Monitor	10/10
Limits	Physical 5, Mental 7, Social 7
Armor	15
Skills	Assensing 10, Arcana 8, Athletics skill group 7, Cantonese 6, Conjuring skill group, 11, German, 7, Japanese 6, Knowledge: Law 10, Knowledge: Lone Star Procedures 10, Longarms 7, Negotiation 6, Perception 5, Pistol 11, Spanish 7, Sorcery skill group 14, Stealth 8, Unarmed Combat 9
Qualities	Astral Chameleon, Natural Athlete, SINner (corporate limited)
Spells	Armor, Detect Magic, Fireball, Heal, Increase Attribute, Manaball, Powerbolt, Recorded Room, Stunbolt
Rituals	Watcher
Vehicles	Suzuki Mirage, Toyota Gopher
Gear	AR gloves, AR goggles, armor clothing, Erika Elite commlink (Device Rating 4], full body armor, gold ring (Power focus, Rating 1)
Weapons	Ares Predator V [Heavy Pistol, Acc 5(7), DV 8P, AP –1, SA, RC —, 15(c), w/ smartgun system, 4 spare clips]

- Maybe so, but the streets keep churning out desperate kids looking for a payday. And there are plenty of wizgang members looking to move up, so he has plenty of opportunities.
- Butch

- He nabbed a couple of kids in Seattle about a month ago who had some potential. They just needed enough time to build their skills. It looks like they hit a warehouse that held some Lone Star goods. Tough break—maybe I'll find them a better gig once they're out of jail.
- Bull

Since his dismissal, Talon has captured or killed seventy-three legitimate marks, mainly for his former employer, along with two from the Draco Foundation. It is unknown if he has expanded his hunts to include "off the books" bounties, although considering his high lifestyle, that's pretty likely.

- One of the Draco Foundation marks was a mad hatter called Luscious Lou, a practicing blood adept from Orlando. Apparently Talon decided to do some hunting in Miami at the same time that Lou was looking for new kicks.
- Kane

- You're calling somebody crazy? Pot and kettle, right?
- Netcat

- Even I don't use baby elf blood for a Bloody Mary. Since, you know, there's no profit in it.
- Kane

Talon is a classically trained hermetic mage with a preference for direct combat spells, reserving his use of spirits to reconnaissance and support. He has remained a solo hunter thus far, although his P2.0 feed indicates he may be open to joining forces with the right partner.

- Yes, as long as you understand the term "joining with the right partner" in the proper sexual sense. I've seen a large number of sexual deviant creeps become bounty hunters for some reason. Is it possible for them to work with someone they are not trying to screw in some way? Sticks?
- Elijah

- You could try a funnier line, or maybe just fuck off and die.
- Sticks

The primary reason I've included him here is not that a lone bounty hunter is a threat to the world or the Awakened at large. The problem is what appears to be happening to his acquisitions. Nine of the more talented mages he has captured have returned to the streets as Lone Star officers. While runners going legit is not an unheard-of phenomenon, in one of these cases the conversion happened within twenty-four hours. This individual subsequently suffered a fatal stroke moments after allowing a gang to escape. If Lone Star, or any of the corporations, is developing a stable of un- or semi-willing mages, as I believe they are, it could radically change the chess match we all engage in.

- Is this really surprising? The shadows have had rumors of cortex bombs being installed in assets for decades. I'm sure Slamm-0! or one of the others can find references to this pre-Crash. I don't blame them. If I could keep a mage on a leash, I would.
- Kane

- The possibility the Star is damaging mages with headware is surprising to a degree. While I'm sure Plan 9 has files and files of similar activities, a cybered mage is by definition a damaged mage. The question is, are they really getting a mage that is worth their effort?
- Elijah

- It's likely more about control for Lone Star. They turn a miscreant and a threat into something they can use. The mage may not fill a high-powered slot, but someone working for you is better than someone working against you.
- Mr. Bonds

- I wonder how the other corps will start to react if others attempt to scale up this sort of activity. They would be worried about the human cost, of course, but they might become concerned about the Awakened army other corps are building. of it. While we consider the gifted to be commonplace in our business, less than 0.1 percent of the population has usable talent, so amassing a large group of them can quickly turn you into a threat.
- Glitch

SUPPLEMENTARY GRIMOIRE

INTRODUCTION

"The means meet the end" is an old saying whose meaning has never been truer. These spells might be the means to keep spellslingers and their team from meeting an end they don't want.

The following additional range category is added to *Shadowrun* spells:

Range: A spell with the range of self (S) can be placed on the caster only. If the spell is an area (A) effect, the caster is at the center of the spell's area of effect and is automatically affected unless the description states otherwise.

COMBAT SPELLS

CHILL

(DIRECT)

Type: P **Range:** LOS **Damage:** S
Duration: I **Drain:** F - 1

FRIGID

(DIRECT)

Type: P **Range:** LOS (A) **Damage:** S
Duration: I **Drain:** F + 1

These spells reduce the air temperature around the target to the point it limits their ability to move as frostbite begins to set in, stiffening their joints, making them shiver, and temporarily inhibiting their ability to breathe. The target suffers Stun damage per normal Direct Combat spell resolution and reduces their initiative score by one per net hit, with a maximum reduction of 5.

FLAME BURST

(DIRECT, ELEMENTAL)

Type: P **Range:** S (A) **Damage:** P
Duration: S **Drain:** F + 1

A spell for the desperate or uncaring, Flame Burst sends sheets of flame from the caster, damaging everything within its area of effect, animate or inanimate, friend or foe. The spell sends a pulse of flame in a single direction with the caster's first action once every Combat Turn as long as it is sustained, without damaging its point of origin (the caster). Everything else in its path, though, is damaged.

MAGEBOLT

(DIRECT)

Type: P **Range:** LOS **Damage:** P
Duration: I **Drain:** F – 4

This spell harnesses destructive magical energy and damages a living Awakened target or spirit through release of energy inside of the target. The spell only affects creatures that are Awakened or dual natured. If cast at a non-Awakened target, the caster must resist Drain as normal, though the target is unaffected, as are any physical non-living possessions.

[ELEMENT] GRENADE

(INDIRECT, ELEMENTAL)

Type: P **Range:** T **Damage:** P
Duration: I **Drain:** F – 1

This family of spells was created to allow spellcasters to assist their team members clearing buildings during military operations. Currently it is generally used by mages with corporate or military connections, though it's starting to be used by shadowrunners as well.

The family of spells functions the same, but each element counts as a separate spell. The currently available variants are: acid, cold, electricity, fire, pollution, radiation, and water. The spell creates a solid ball of energy roughly the size of a grapefruit in the caster's hands. The spell then launches from the caster as a grenade launcher (p. 182, *SR5*) without a minimum range. The ball is affected by physical barriers and can bounce off solid surfaces and around corners. The spellcaster must make a Magic + [Tradition Attribute] (3) Test to see how close the spell grenade lands to its target, where Tradition Attribute is the Attribute used along with Willpower to resist Drain. This test takes the place of the Throwing Weapons + Agility Test used for grenades (see **Grenades**, p. 181, *SR5*). Scatter should also be determined as it is with grenades (p. 182, *SR5*).

The grenade spell explodes when the caster uses a Simple Action to detonate it or the combat turn ends, whichever happens first. The rules for blasts against barriers (p.183, *SR5*) apply to the spell's effects, along with the previously mentioned elemental effects.

SUNBEAM

(INDIRECT)

Type: P **Range:** LOS **Damage:** P
Duration: I **Drain:** F–1

Developed under contract with the Kingdom of Benin by Mitsuhama, Sunbeam was intended to give spellcasters an advantage against HMHVV-Infected invaders or infiltrators from Asamando. The spell creates an instantaneous beam of sunlight directed at the target. Intended to take advantage of ghouls' vulnerability to sunlight, it has proven effective against other sufferers of the virus. The spell is not very useful against targets without any Allergy to sunlight; it does half the normal damage (rounded up) as Stun damage. Damage resolution is handled as explained in Indirect Combat Spells (p. 283, *SR5*). Against targets who have the Allergy (sunlight) weakness, however, the spell's Damage Value is increased to twice what it normally is, and it always inflicts Physical damage regardless of the target's armor value. All targets must deal with the bright glare of the spell; any target hit by the spell (whether it does damage or not) receives a –1 dice pool penalty to their next attack due to glare (flare compensation of any kind removes this penalty).

EXAMPLE

Timmy the Addict Cannibal mage is competing against one of the local ghouls for dinner this evening. With careful preparation, he manages to get position on his competition and surprise the ghoul before it eats all the good parts of a migrant worker's corpse. Timmy decides to cast a Force 5 Sunbeam at the ghoul, with Magic 4 and Spellcasting 4. Timmy decides to use his Edge of 2, as he's really hungry, so he rolls 10 dice on the Spellcasting Test. Timmy manages to get 4 hits while the ghoul manages 3, so he has 1 net hit. The normal Damage Value for an Indirect Combat Spell is Force + net hits, meaning Timmy has done 6 points of damage. But since the ghoul has an allergy to sunlight, this is doubled to 12. The Armor Piercing rating of Indirect Combat Spells is –(Force), making it –5. The ghoul then resists the damage with Body + (Armor). Since the ghoul has no forms of flare compensation, its next attack takes a –1 penalty due to difficulty focusing with the glare.

If Timmy makes a mistake and attacks some neighborhood kid dressed as a ghoul for Halloween, the damage is half what it normally is for an Indirect Combat Spell, meaning 6 damage becomes 3. The AP remains at –5. Let's hope the kid survives and Timmy maybe takes a look at auras or something next time before he starts slinging mana around.

DETECTION SPELLS

PASSENGER

(PASSIVE, PSYCHIC)
Type: M **Range:** LOS
Duration: I **Drain:** F – 1

This variant of the Borrow Sense Spell (p. 102, *Street Grimoire*) enables the caster to borrow all of the senses from the chosen target.

RECORDED ROOM

(PASSIVE, AREA)
Type: P **Range:** LOS (A)
Duration: S **Drain:** F

This spell makes a visual image of a room, including any details not readily visible to an observer's perspective, such as a chair behind a desk. It also copies any readily visible electronic displays or printed material. If something is obscured by another object, like a piece of paper partially covered by a book, only the readily visible characters are recorded. As a Complex Action, the caster can alter their perspective and observe any details (Detection Spell Results, p. 286, *SR5*) within the room while sustaining the spell.

SECRET HANDSHAKE

(ACTIVE, AREA)
Type: M **Range:** T
Duration: S **Drain:** F – 4

This spell is popular with spellcasters of clandestine organizations. It allows them to make rendezvous without electronic signals or records for mundane investigators to sift through. The spell detects other versions of itself, but only if they are from the same spell formula. Each formula is specific enough to be invisible to a practitioner using a different formula of the spell.

BROADCAST

(ACTIVE, AREA)
Type: M **Range:** T
Duration: S **Drain:** F + 1

SENDING

(ACTIVE, EXTENDED AREA)
Type: M **Range:** T
Duration: S **Drain:** F + 2

These spells function in a similar manner as Mindlink, allowing the target to communicate with all intelligent beings within range. The communication is one-way only, primarily intended to issue commands to subordinates, rather than act as a tactical communications system. Everyone within the area of effect receives the message, although targets can attempt to resist by using Willpower, as if it were a Direct Combat spell (p. 283, *SR5*).

[SENSE] LINK

(PASSIVE, PHYSIC)
Type: M **Range:** T
Duration: S **Drain:** F – 2

This variation of the Mindlink spell allows the caster to use one of the target's senses. Each variant of the spell links to a different sense (e.g., Vision Link, Thermographic Vision Link, Astral Perception Link), depending on the spell's formula.

HEALTH SPELLS

The following category of spells is added:

Negative Health Spells: Spells that negatively affect a character cause a Magic + Spellcasting [Force] damage, resisted by the subject's Body (+ Counterspelling, if applicable). For details on Touch-only attacks see p. 187, *SR5*.

CONVERT BLOOD TO ICHOR

(ESSENCE, NEGATIVE)
Type: P **Range:** T
Duration: I **Drain:** F

This spell converts the target's blood to inorganic liquid, causing physical damage to the target as their organs stop receiving nutrients and oxygen. The spell causes (Force)P damage on the first Combat Turn, (Force – 1)P damage the second Combat Turn, and continues to decrease by one in each subsequent Combat Turn until it reaches zero. Each time damage is inflicted, the subject resists with a Body + Counterspelling Test. The damage occurs immediately before the subject's first action each Combat Turn.

DECONTAMINATION

Type: M **Range:** T
Duration: P **Drain:** F – 4

This spell is used to reduce the effects of radiation poisoning on a patient due to radiation contamination. The character receives additional dice to their Radiation Resistance Test (p. 18) equal to the spell's net hits. It does not repair any existing radiation damage; that requires a separate Heal spell (p. 288, *SR5*).

DEHYDRATE

(NEGATIVE)
Type: P **Range:** T
Duration: S **Drain:** F – 4

The spell's subject suffers from nausea and disorientation (p. 409, *SR5*) while the spell is sustained (unless the spell is resisted).

GHOULISH STRENGTH

(ESSENCE)
Type: P **Range:** T
Duration: S **Drain:** F - 4

Ghoulish Strength was developed by unknown sources and taught to three ghoul shamans in the Boston sprawl. It is believed the same group that created it has disseminated it to the other ghoul packs. The spell only affects sufferers of the HMHVV virus.

The spell increases the Strength of the subject by one for each net hit, to their augmented maximum.

HEALTHY GLOW

Type: P **Range:** T
Duration: P **Drain:** F - 2

Healthy Glow is a popular spell with the well-to-do, or those who want to appear well-to-do. This spell improves the appearance of the subject by improving their circulation, brightening their appearance and improving their general health. The effect is permanent but can be marred through hard living and natural aging. Hits on the Spellcasting Test [limited by Force] determine how well the subject is cleaned up. The spell has two effects—increasing the Social limit of the target, and providing a modifier to First Aid or Medicine Tests (per Healing Modifiers, p. 208, *SR5* or modifiers to Health spells, p. 287, *SR5*). The Social limit increases by 1 for every two hits (rounded up) on the Spellcasting Test, while the Healing Modifier is 1 for every 3 hits on the Spellcasting Test (rounded up). These effects last for 24 hours; after that, the health effects vanish, and people adjust to the new appearance, so the increased Social limit disappears as well.

HYDRATE

Type: P **Range:** T
Duration: P **Drain:** F - 4

This spell rehydrates a subject, limiting the effect of prolonged exposure to the elements. Each hit on the Spellcasting Test reduces Fatigue damage (p. 172, *SR5*) due to dehydration by 1. It also counters the Dehydrate spell (p. 18).

INFLICT DISEASE

(NEGATIVE, ESSENCE)
Type: M **Range:** T
Duration: P **Drain:** F - 3

One of the reasons to never jilt an Awakened lover, this spell infects the subject with a disease like VITAS—or like one of the more personal, socially harder-to-explain ones. The Force of the spell becomes the Power of the disease. The spell cannot inflict a disease that is magically based, like HMHVV.

Net successes do not affect the Power of the disease; the successes are solely used to determine if the target is inflicted with the disease or not. After the Spell Resistance Test, the subject must make a Disease Resistance Test (Body + protective systems rating). If the Resistance Test does not reduce the Power to zero, the subject starts showing symptoms the following Combat Turn (symptoms depend on the disease inflicted on the target; see the Sample Diseases table for examples). Resistance Tests continue to be made each Combat Turn until the Power is reduced to zero.

SAMPLE DISEASES

DISEASE	REQUIRED POWER	EFFECT
Botulism	4	Malaise, Nausea, Paralysis
Influenza	2	Stun Damage (Fatigue), Disorientation
HSV-5	5	Agony, Malaise, Stun Damage
VITAS-3	6	Malaise, Nausea, Stun Damage

NAUSEATE

(NEGATIVE)
Type: M **Range:** T
Duration: I **Drain:** F - 2

The target suffers from Nausea (p. 409, *SR5*) if they fail to resist. The target takes no damage but is incapacitated due to vomiting and dizziness for 1 Combat Turn for each net hit.

ALLEVIATE NAUSEA

Type: M **Range:** T
Duration: S **Drain:** F - 4

The spell relieves the effect of Nausea (p. 409, *SR5*) on the target. Each net hit reduces the duration of the Nausea by 1 Combat Turn. In addition, while the spell is maintained wound effects are not doubled. The effect of Nausea returns at full force once the spell is no longer sustained (as long as the force causing the Nausea remains in effect).

PERSONAL WARMTH

Type: M **Range:** LOS
Duration: S **Drain:** F - 4

Personal Warmth maintains the body temperature of one or more metahumans at healthy levels. The number of metahumans covered is equal to the number of net hits [limited by Force] achieved with Spellcasting Test. The recipients must be in the caster's line of sight for the spell to affect them when it is cast, but they do not need to remain there while the spell is sustained. The spell does not offer a defense against cold-based attacks.

ROT

(ESSENCE, NEGATIVE)
Type: P **Range:** T
Duration: I **Drain:** F

Rot is a spell preferred by casters who want their opponents to suffer horribly as they die. The UCAS military requires all members who learn this spell to undergo regular psychological screening as a precaution against it being misused.

The spell kills flesh in a localized area of the target's body. If the caster gets at least 2 net successes after the target's Resistance Test, the caster kills the flesh near the contact point. With 2 or 3 net successes, the caster can destroy a hand or foot. With 4 or more net successes, the caster can destroy an entire limb. If the torso is touched, the effect kills internal organs; with 2 or 3 successes a single organ is destroyed, with 4 or more successes multiple organs are destroyed. For each organ destroyed, the target's Body is reduced by 1. Unless the spell does enough damage to kill the target (that is, reducing Body to 0), life-sustaining organs (brain, heart etc.) cannot be selected for destruction. The damage from this spell requires treatment from a medical facility to deal with the dead tissue. The Heal spell cannot repair damage caused by this spell.

VAMPIRIC SPEED

(ESSENCE)
Type: P **Range:** S(A)
Duration: S **Drain:** F - 2

A new favorite for those afflicted with HMHVV, Vampiric Speed centers itself on the caster, increasing the speed of any HMHVV-infected beings within its radius. The spell increases the walking and running movement rate of the infected by one meter per hit. Additionally, the speed boost increases their Initiative Score by +1 per hit (without directly increasing the Reaction or Intuition attribute).

ILLUSION SPELLS

FALSE IMPRESSION

Type: M **Range:** LOS
Duration: S **Drain:** F - 4

MANASCAPE

Type: M **Range:** LOS(A)
Duration: S **Drain:** F - 2

This spell is designed to pass illusions to the target's magical senses. While it cannot create auras of astral images where none are present, it can change their appearance to anyone using Assensing, Psychometry, Sensing, or the Astral Window spell. False Impression only affects the image of a single spell or astral form, while Manascape changes the appearance of an area.

VAMPIRIC STEALTH

Type: M **Range:** S
Duration: S **Drain:** F - 3

Knowledge of this spell is primarily based on speculation developed from astral forensic observation and a partial spell formulae recovered by a Knight Errant task force.

This spell affects the ability of the caster to move unseen about the Sixth World. The caster must suffer from HMHVV for the spell to have any effect. The spell provides the caster a dice pool modifier to Sneaking Tests equal to the Spellcasting Test hits (maximum 5).

MANIPULATION SPELLS

AIR FILTER

(PHYSICAL)
Type: M **Range:** LOS
Duration: S **Drain:** F - 6

This spell allows the subject to breathe while buried or while underwater. The subject can breathe normally for ten minutes per Spellcasting Test hit. The duration is halved in the subject is buried in wet sand or mud.

ALTER MEMORY

(MENTAL)
Type: M **Range:** LOS
Duration: P **Drain:** F + 1

This spell allows the caster to alter a single memory of the target, including the addition or subtraction of a memory. The net hits scored by the caster determine the quality and the complexity of an implanted memory. Every [Force] months, or anytime the character is presented with evidence the memory is false, or has been removed, the subject may attempt a Willpower Test. Each hit reduces the hits on the caster's original Spellcasting Test. When the total reaches 0, the spell no longer has any effect. The original memories are restored, and the false ones revealed.

ALTER TEMPERATURE

(PHYSICAL)
Type: P **Range:** LOS (A)
Duration: S **Drain:** F - 3

Alter Temperature changes the ambient temperature in the selected area, either up or down by 5 degrees centigrade for every hit on the Spellcasting Test. The gamemaster may judge the effects of extreme temperatures, keeping in mind that appropriate clothing should mitigate some effects.

ASTRAL ARMOR

(MENTAL)
Type: M **Range:** LOS
Duration: S **Drain:** F-2

This spell is an Armor spell for the astral plane (p. 292, *SR5*). Each hit provides 1 point of armor against astral combat attacks. It only works in astral space.

CONTROL EMOTIONS

(MENTAL)
Type: M **Range:** LOS
Duration: S **Drain:** F - 1

MOB MOOD

(MENTAL)
Type: M **Range:** LOS(A)
Duration: S **Drain:** F + 1

Control Emotion instills a strong emotion of the caster's choice into the target, such as love, hate, rage or despair. The subject feels the emotion wholeheartedly, and it affects their physical performance in a manner consistent with the emotion, conducting actions opposed to the emotion invoke a -2 dice pool penalty. For example, subjects feeling rage engaging in combat suffer no penalties, whereas if the subject were attempting negotiations the negative modifier would apply.

Mob Mood affects all subjects in the defined area with the same emotion.

EVAPORATE

(PHYSICAL)
Type: M **Range:** LOS
Duration: S **Drain:** F - 4

This spell removes heat loss due to sweat, reducing the threat of exposure in arctic climes. The subject must be within the caster's line of sight when the spell is cast but may move outside of it while the spell is sustained.

The spell provides a +1 dice pool modifier to Survival Tests in arctic environments.

LOOKING GLASS

(PHYSICAL)
Type: P **Range:** T
Duration: S **Drain:** F - 3

The spell allows the caster to change the properties of material to allow light to pass through it. The spell affects a number of cubic meters of material equal to the net hits of the Spellcasting Test. The net hits must also exceed the material's structure rating from the Barrier Rating Table (p. 196, *SR5*) for the spell to take effect. An object affected by the Looking Glass spell allows Line of Sight to objects or persons on the other side.

INSULATE

(PHYSICAL, ENVIRONMENTAL)
Type: P **Range:** LOS(A)
Duration: S **Drain:** F - 2

This spell creates and maintains an area of air equal in radius to the spell's Force that maintains a metahuman's body temperature (if an exact temperature is needed, use the caster's as a guide). Objects can pass into and out of the spell's effect without being inhibited. The temperature of objects is not changed, only the caster's ability to touch and interact with those objects. The spell must be cast on an area, not an individual, and the area of effect cannot move. The ability of the spell to insulate an area is limited to objects within 20 degrees Celsius of metahuman norms.

NAPALM WALL

(PHYSICAL, ENVIRONMENTAL)
Type: P **Range:** LOS(A)
Duration: S **Drain:** F

This spell is a variant of the [Element] Wall spell (p. 115, *Street Grimoire*), combining elements of fire and water to create a rippling wall of burning water.

The wall causes both fire (p. 171, *SR5*) and water (p. 105, *Street Grimoire*) damage. The spell causes physical damage, with the subject's armor providing protection as normal and any fire-resistant modifications included in the Defense Test (p. 173, *SR5*).

PETRIFY

(PHYSICAL)

Type: P **Range:** LOS
Duration: S **Drain:** F - 2

This spell transforms living tissue into calcium carbonate, or effectively, stone. The spellcaster must succeed in a Spellcasting + Magic [Mental] Opposed Test against the subject's Body (+ Counterspelling). The spell's Force must also equal or exceed the subject's body. The subject is not conscious while under the spell's effect, and any damage suffered by the stone-like subject translates normally to the appropriate Condition Monitor. While in this form, the subject has a Barrier Armor Rating (p. 197, *SR5*) equal to their Body + the caster's net hits when they cast the spell. Non-living material is not affected by the spell, including clothing, cyberware, and carried gear.

PULSE

(PHYSICAL, ENVIRONMENTAL)

Type: P **Range:** LOS(A)
Duration: I **Drain:** F - 4

Pulse sends a high-power, short-duration burst of electromagnetic energy into a targeted area, disrupting wireless and radio communication for a moment. The burst also erases any standard RFID tags in the affected area and may damage any non-optical based computer systems. While most systems since 2050 have been optical based, there are still a few throwback, unshielded systems in use. Affected systems may suffer data loss, power outages, or a complete systems failure depending on a Defense Test using the applicable Object Resistance Rating (p. 295, *SR5*). The more net hits by the spellcaster, the greater the damage.

RADIATION SHIELD

(PHYSICAL)

Type: P **Range:** LOS
Duration: S **Drain:** F - 4

RADIATION BARRIER

(PHYSICAL)

Type: P **Range:** LOS(A)
Duration: S **Drain:** F - 2

Radiation shield creates an aura surrounding the target, intended to reduce damage caused by a radiation hazard. This is generally signified by a glowing field, although some recent spell formulae have removed that visual component. The spell provides radiation shielding (p. 84, *Run & Gun*) equal to the number of hits scored (limited by Force of the spell).

Radiation Barrier creates a dome with the same effect as Radiation shield, protecting everyone inside.

RITUALS

DECRYSTALIZE

(MATERIAL LINK, SPOTTER)

This ritual was designed by the Atlantean Foundation to counter the power of their crystalline sometimes-allies. They use it to recover unfortunate members of their own organization or to return functionality to an otherwise useful subject. The ritual requires the complete, intact crystalline statue of the subject. Otherwise, any damage suffered by the subject's statue will be transferred to the subject upon retransformation. The ritual can be performed through the use of a remote spotter, although the subject's statue is more commonly transported to a lodge and the ritual performed where the entire group can see the subject. The ritual takes one hour per point of Body the subject had when in the flesh.

MANA FLOW

(ANCHORED)

This ritual was developed by the Astral Preservation Society and freely distributed over the Matrix to interested parties starting at the end of 2075. The ritual helps fill a mana void on a temporary basis, with the ritual increasing the background count of a damaged area by one for a number of hours equal to the Force of the ritual. The spell effects an area of a Force x 100 meters radius around the ritual's anchor point. The ritual takes one hour to perform.

Interestingly, the ritual is distributed with a number of limitations, as it affects only those areas with a negative background count. Its effects are negated within areas where the background count is normal, even if the anchor is within a damaged area. Also, the ritual cannot be successfully performed in an area with a neutral or positive count. Involved parties must resist Drain and spend the allotted time like normal, but the ritual is inevitably unsuccessful.

MANA EBB

(ANCHORED)

The creator of this ritual is unknown, but the Pueblo Corporate Council sells formulae to interested parties from its Matrix shopping portal. The ritual helps drain a mana surge on a temporary basis, with the ritual decreasing the background count of a damaged area by one for a number of hours equal to the Force of the ritual. It works by siphoning the power to a metaplane known to the ritual leader, or to the deep astral plane, depending the version of the ritual. The spell affects an area of a Force x 100 meters radius around the ritual's anchor point. The ritual takes one hour to perform.

The ritual only affects areas with a positive background count, and its effects are negated within areas where the background count is normal, even if the anchor is within

a damaged area. Also, the ritual cannot be successfully performed in an area with a neutral or positive count. Involved parties must resist Drain and spend the allotted time like normal, but the ritual is inevitably unsuccessful. While the ritual is active, plant life appears slightly wilted and animal life attempts to leave the area, if possible.

ADEPT POWERS

DEMARA

COST: 0.5

This power grants the adept the ability to use an untrained skill at minimal effectiveness after watching a person or recording of a person using the desired skill. Once the adept has watched their reference material for at least one hour, they can use the skill as if they have a skill rating one. This knowledge remains effective for a number of hours equal to the adept's Magic Attribute. The ability does not provide any Karma assistance in learning a skill through character creation or advancement.

EIDETIC SENSE MEMORY

COST: 0.5

An adept with Eidetic Sense Memory is capable of memorizing all sensory input, including tastes, smells and textures in addition to the more traditional visual ability. The adept is capable of perfectly recalling any sensory stimulus, or combination thereof. The memories can be recalled at will. The adept also has the ability to photo-read, making it a great trick for those Awakened who like book clubs.

ENTHRALLING PERFORMANCE

COST: 0.5

This adept power is used in conjunction with an artistic skill, such as Artisan or Gymnastics, which the adept must also possess. This power can be selected multiple times, with each selection pertaining to a different artistic skill. If the gamemaster allows, this power may also be linked to Unarmed Combat (Martial Arts) or Con (Impersonation).

The power permeates the adept's performance with a subtle magic aura, mesmerizing observers with the adept's grace or skill as the performance unfolds. The adept makes a test of the appropriate skill + Magic. The adept's hits serve as a threshold modifier for any Perception tests the audience might make during the performance. Audience members exposed to sudden outside stress or stimuli, such as hearing gunshot or suffering an assault, are immediately released from the entrancement.

HEIGHTENED CONCERN

COST: 0.5

The adept can ignore a single distraction while performing another task. This power negates a single situational modifier of a value of up to half (rounded up) of their Magic Attribute. It takes a Complex Action to activate and may be combined with the Adept Centering metamagic.

INDOMITABLE WILL

COST: 0.25 PER LEVEL

The adept has an increased resistance to fear and torture. The adept gains a +1 dice pool modifier to Opposed Tests to resist Intimidation and fear-inducing effects or powers for each level of this power.

IRON GUT

COST: 0.25 PER LEVEL

This power greatly increases the strength of the adept's digestive tract, allowing them to ingest and metabolize a wider array of substances than the metahuman norm. The power grants the adept a +1 dice pool modifier on any ingested Toxin Resistance Test (p. 409, *SR5*) per level of the ability.

IRON LUNGS

COST: 0.25 PER LEVEL

This power increases the adept's lung capacity. When attempting to hold one's breath, each level of Iron Lungs increases the base time of holding one's breath by 20 seconds. When wanting to extend past the base time, each level adds an additional 6 seconds for each net hit on a Swimming + Willpower Test (added on top of the normal 15 additional seconds per net hit). So at four levels, the adept's base time is 140 seconds (60 seconds normally, plus 80 (that is, 4 x 20) seconds from the power). Each net hit on a Swimming + Willpower Test extends the clock by 39 seconds (15 seconds as a base plus 4 x 6, or 24). The power also adds a +1 dice pool modifier to Body to resist Fatigue damage from Running (p. 172, *SR5*) per level.

IRON WILL

COST: 0.5 PER LEVEL

This power makes the adept more resistant to external influences. The character may add the power's level as a dice pool modifier in tests to resist mental manipulation or mind control, whether originating from spells, adept powers, or spirit powers.

KERATIN CONTROL

COST: 0.5

The adept has the ability to accelerate their hair, nail, and horn growth within the limits of the adept's metatype. The adept can go from short, professional appearance to street chic in a matter of hours. The power also allows any hair grown to be straight or curly at the adept's discretion. Full beards and long hair normally take six hours to grow, but the growth can be accelerated at the cost of one unresisted box of Stun Damage per hour reduction in growth time.

LIVING FOCUS

COST: 1

This power allows the adept to sustain a spell in a manner that simulates a Sustaining Focus. The casting magician does not need to maintain the spell but can transfer the spell to the adept with a Simple Action, with the adept providing the mana to power the spell. The spell cannot be further transferred, even if the recipient has the Living Focus power. The spell's Force cannot exceed the adept's Magic Attribute, and while sustaining the spell the adept suffers a -2 dice pool modifier to all actions while they sustain the spell. Counterspelling the sustained spell is handled with Dispelling (p. 296, *SR5*).

MAINTAIN WARMTH

COST: 0.25

Maintain Warmth allows the adept to delay the onset of hypothermia and other cold-related ailments. This eliminates any modifiers to the Survival Test due to weather (see **Survival Test Table**, p. 137, *SR5*).

MEMORY DISPLACEMENT

COST: 0.25

This adept power allows an adept to temporarily remove selected memories for a predetermined amount of time with the use of a Complex Action. While the memory is displaced, the adept has no recollection of the erasure or its contents, rendering attempts at Intimidation, Interrogation, or mental manipulation spells ineffective, except for any physical trauma caused. Once the predetermined time has elapsed, the memory returns.

PIERCING SENSES

COST: 0.25 PER LEVEL

This power grants the adept an increased ability to identify illusions and related effects. The adept gains a +1 dice pool modifier to resist illusion-based effects for each level of this power.

POWER SWIMMING

COST: 1

Adepts with this power are banned from Olympic events, as they swim with the grace and speed of a marine mammal. The adept's swimming rate is doubled (p. 137, *SR5*), and each hit on a Swimming Test gains an additional 2 meters of distance, 4 meters for elves and trolls.

ROOTING

COST: 0.25 PER LEVEL

Rooting allows an adept to become a nearly immovable object with a Simple Action. The power provides +1 to the adept's Physical Limit for Knockdown (p. 194, *SR5*) only. It also provides a +1 dice pool modifier to any test resisting being knocked down, levitated, or otherwise being displaced against their will. The adept cannot move while the power is active, and she takes a -3 dice pool penalty to Dodge, Block or Parry tests while the power is active. The power can be canceled with a Free Action.

SUPERNATURAL TOUGHNESS

COST: 1 PER LEVEL

Each level of this power gives the adept one extra box in their Physical and Stun Condition monitors.

REAGENT COST TABLE

TYPE	AVAIL	COST
Raw, per dram	—	20¥
Refined	6	350¥
Radical	8	4,500¥
Orichalum	12	140,000¥